WHAT IS CLAIMED IS:

1   1. A method for interacting with a user comprising:

2   receiving from the user a captured sample of an experiential environment;

3   and

4   triggering a predetermined event in response to the captured sample.

1   2. The method according to claim 1, further comprising determining from

2   the signal a characteristic of the captured sample and triggering a predetermined

3   event in response to the determined characteristic.

1   3. The method according to claim 1, wherein the predetermined event

2   includes a transaction.

1   4. The method according to claim 3, wherein the transaction includes sales

2   and purchase of merchandise.

1   5. The method according to claim 3, wherein the transaction includes an

2   offer for sale of merchandise.

1   6. The method according to claim 5, wherein the offer for sale of

2   merchandise includes an offer to sell recordings of music.

1   7. The method according to claim 6, wherein the recording is related to a

2   characteristic of the captured sample.

1   8. The method according to claim 3, wherein the transaction includes

2   furnishing and receiving information.

1   9. The method according to claim 3, wherein the transaction includes

2   delivery of advertising or promotional offers.

1   10. The method according to claim 9, wherein the promotional offers

2   include trial offers.

1   11. The method according to claim 9, wherein the promotional offers

2   include offers to sell merchandise or services at discounted prices.

1   12. The method according to claim 3, wherein the transaction includes an

2   exchange of information between a sales source and the user attendant to a sale of

3   merchandise or services to the user.

1   13. The method according to claim 5, wherein the offer is selected in

2   response to a profile of the user.

1   14. The method according to claim 5, wherein the offer is selected in

2   response to history of transactions completed with the user.

1   15. The method according to claim 1, wherein the predetermined event

2   includes a communication event.

1   16. The method according to claim 1, wherein the predetermined event

2   includes an entertainment event.

1   17. The method according to claim 1, wherein the predetermined event

2   includes a surveillance or monitoring event.

1   18. The method according to claim 1, wherein the predetermined event

2   includes a human ability enhancement event.

1   19. The method according to claim 1, wherein the predetermined event

2   includes an execution of tasks or instructions event.

1   20. The method according to claim 1, wherein the predetermined event

2   includes a delivery of information event.

1   21. The method according to claim 1, wherein the predetermined event

2   includes a delivery of services event.

1   22. The method according to claim 1, wherein the predetermined event

2   includes a control event.

1   23. The method according to claim 1, wherein the predetermined event

2   includes a combination of communication events and control events.

1   24. The method according to claim 5, wherein the predetermined event

2   includes an entertainment event.

1   25. A method for interacting with a user, comprising:

2   providing a user with an ability to capture a sample of an experiential

3   environment; and

4   delivering said sample to an interactive service to trigger one or more

5   predetermined events.

1   26. The method according to claim 25, wherein the predetermined event

2   includes a communication event.

1   27. The method according to claim 25, wherein the predetermined event

2   includes a surveillance event.

1   28. A method for interacting with a user, comprising:

2   capturing a sample of an experiential environment; and

3   triggering one or more predetermined events at an interactive service upon

4 receipt of said sample.

1   29. The method according to claim 28, wherein the one or more

2 predetermined events includes at least a communication event.

1   30. The method according to claim 28, wherein the one or more

2 predetermined events includes at least a surveillance event.

1   31. A method for receiving instructions from a user in an interactive

2 service, comprising:

3   receiving a sample of an experiential environment from the user; and

4   triggering one or more predetermined events in the interactive service upon

5 receipt of said sample.

1   32. The method according to claim 31, wherein the one or more

2 predetermined events includes at least a communication event.

1   33. The method according to claim 31, wherein the one or more

2 predetermined events includes at least a surveillance event.

1   34. A method for interacting with an interactive service comprising:

2   sampling an experiential environment; and

3   forwarding the sample to an interactive service to trigger one or more

4 predetermined events.

1   35. The method according to claim 34, wherein the one or more

2 predetermined events includes at least a communication event.

1   36. The method according to claim 34, wherein the one or more

2 predetermined events includes at least a surveillance event.

1   37. The method according to claim 34, further comprising deriving

2 information from the sample.

1   38. The method according to claim 37, further comprising combining

2 information derived from the sample with information known about the user to

3 trigger the one or more predetermined events.

1   39. The method according to claim 38, wherein the one or more

2 predetermined events includes one or more of the following: delivery of

3 information and/or services to the user, execution of tasks and/or instructions by the

4 service on the user's behalf, a communication event, a surveillance event and one or

5 more control-oriented events that are responsive to the user's wishes.

1   40. The method according to claim 39, wherein the triggered events also

2   include one or more of the following: transaction-oriented events, entertainment

3   events, and events associated with enhancements to human ability or function.

1   41. A method for triggering an information delivery event to a user,

2   comprising:

3   accessing an interactive service;

4   capturing a sample of an audio signal to which a user is listening;

5   identifying a song included in the audio signal; and

6   delivering lyric information to the user upon identifying the song.

1   42. The method according to claim 41, wherein the delivery of lyric

2   information occurs in real-time so that the user can read the lyrics and sing along

3   with the song.

1   43. The method according to claim 42, wherein the lyric data is transmitted

2   in near synchronism to the song.

1   44. The method according to claim 43, wherein the user further interacts

2   with the service via a graphical user interface.

1   45. The method according to claim 43, wherein the user accesses the

2 interactive service by dialing a predetermined telephone number and interacts with

3 the interactive service via touch tones on the telephone handset.

1   46. A system for interacting with a user comprising:

2   a capture device to capture a sample of an experiential environment;

3   a user input/identification device to identify the user;

4   a database to store data representative of potential samples;

5   a recognition engine to process the sample of the experiential environment

6 in combination with the stored data in the database to identify the sample;

7   a user profile storage device to store information regarding one or more

8 users of the system; and

9   a transaction engine initiating a transaction with the user based on the

10 identified sample and identification of the user and stored information regarding the

11 identified user.

1   47. The system according to claim 46, wherein the transaction includes at

2 least a communication event.

1   48. The system according to claim 46, wherein the transaction includes at

2 least a surveillance event.

1   49. A method for interacting with a user to trigger a transaction with the

2   user comprising:

3   capturing an image of an advertisement; and

4   forwarding the captured image to a predetermined web site.

1   50. The method according to claim 49, further comprising:

2   identifying the captured image; and

3   engaging in a transaction with the user based on the identified sample.

1   51. The method according to claim 50, wherein the transaction includes at

2   least a communication event.

1   52. The method according to claim 50, wherein the transaction includes at

2   least a surveillance event.

1   53. The method according to claim 49, wherein the advertisement is

2   disposed in one or more of the following: a newspaper, a magazine, a billboard, a

3   sign, a poster, a printed publication.

1   54. A method for enhancing human abilities of a user comprising:

2   capturing a sample of an experiential environment of the user;

3   forwarding the captured sample to an interactive service; and

4   triggering an enhancement event based on the captured sample.

1   55. A method for interacting with a user comprising:

2   receiving a captured sample of an experiential event from a user;

3   triggering a transactional event with the user based on a characteristic of the

4   captured sample.

1   56. The method according to claim 55, wherein the transactional event

2   includes storing the captured sample.

1   57. The method according to claim 56, wherein the transactional event

2   includes sorting the captured sample based on a dominant characteristic inherent in

3   the captured sample.

1   58. A method for remote sensing comprising:

2   accessing a remote sensing service;

3   sampling the audio environment in the location; and

4   triggering an event based on a characteristic in the sampled audio

5   environment.

1   59. The method according to claim 58, wherein the accessing includes

2   accessing a remote sensing service by dialing a predetermined telephone number.

1   60. The method according to claim 58, wherein the sampling includes

2   leaving the telephone handset off hook in a location in which the user wishes to

3   remotely sense activity.

1   61. A method for remotely sensing an environment of a user;

2   capturing a sample of an experiential environment; and

3   using the sample to trigger an event to provide assistance to the user.

1   62. The method according to claim 61, wherein the sample includes a video

2   image and the assistance includes identifying a person in the image.

1   63. A method for paying bills comprising:

2   scanning a bill;

3   forwarding the scanned bill to a bill payment service; and

4   paying the bill by the bill payment service upon receiving the scanned bill in

5   combination with user profile data.

1   64. The method according to claim 63, wherein paying the bill includes

2   debiting the user's bank account.

1   65. A method for interacting with a user comprising:

2   sampling an audio component of a broadcast signal;

3   forwarding the sampled audio component to a service provider;

4   identifying one or more corporations in the sampled audio component; and

5   engaging in a transaction with the user involving the one or more

6 corporations.

1   66. The method according to claim 65, wherein the transaction includes

2 forwarding information to the user regarding the one or more corporations.

1   67. The method according to claim 65, wherein the transaction includes

2 trading securities of the one or more corporations based on user profile data and

3 information characteristics derived from the audio sample.

1   68. A method for interacting with a user comprising:

2   receiving a sample of an experiential event; and

3   initiating one or more control events in response to said sampled

4 experiential event.

1   69. A method for finding suitable employers comprising:

2   capturing images from a plurality of web sites of a plurality of potential

3 employers;

4   uploading the images to a processor;

5   deriving one or more characteristics from the captured images; and

6   sorting a database of the plurality of potential employers in accordance with

7 the derived characteristics.

1   70. A portable apparatus for interacting with a user comprising:

2   a capture device to capture a sample of an experiential environment;

3   a database to store data representative of potential samples; and

4   a processor to process the sample of the experiential environment in

5 combination with the stored data in the database to identify the sample and to

6 initiate a transaction with the user based on the identified sample and identification

7 of the user and stored information regarding the identified user.

1   71. The portable apparatus according to claim 70, further comprising a user

2 input/identification device to identify the user.

1   72. The portable apparatus according to claim 70, wherein the portable

2 apparatus comprises a portable computing device.

1   73. The portable apparatus according to claim 70, wherein the database is

2 updatable by coupling the apparatus to an interactive service.

1   74. A portable apparatus for interacting with a user comprising:

2   a capture device to capture a sample of an experiential environment;

3   a communication device to communicate with an interactive service; and

4   a processor to process the sample of the experiential environment and

5 forward a processed version of the sample to the interactive service via the

6 communication device to identify the sample and to initiate a transaction with the

7 interactive service for the user based on the identified sample and identification of

8 the user and stored information regarding the identified user.

1   75. A method for interacting with a user comprising:

2   sampling an experiential event; and

3   initiating one or more control events in response to said sampled

4 experiential event.